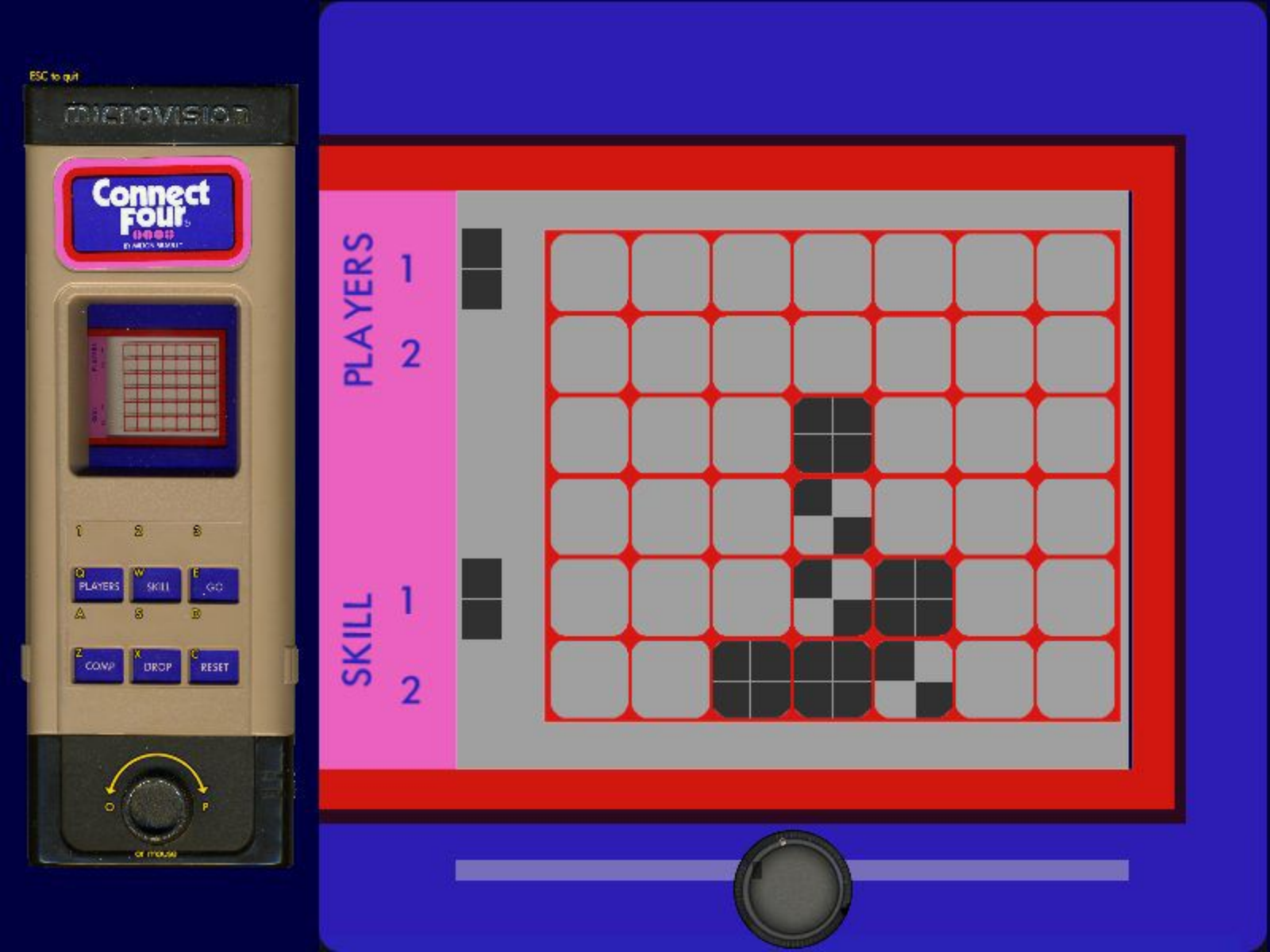
ESC to quit
MICROVISION
Connect Four
1 2 3
Q PLAYERS
W SKILL
E GO
A S D
Z COMP
X DROP
C RESET
O P
or mouse
PLAYERS
1
2
SKILL
1
2

90 DAY LIMITED WARRANTY
ON MICROVISION GAME CARTRIDGE

The electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date—under normal use and service against defective workmanship and materials.

This warranty is void if the electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, the electronic game cartridge, if found to be defective due to workmanship or materials, will either be repaired or replaced with a reconditioned game cartridge of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned, shipping prepaid to Milton Bradley Company with proof of purchase date to the address listed below. In the event that the electronic game cartridge is replaced, the replacement will be continued on the original warranty or for 30 days, whichever is longer.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

After the 90 day warranty period has elapsed, for a period of up to one year from the date of purchase, Milton Bradley will, at its option, repair or replace with a reconditioned game cartridge, when the game cartridge is returned with your check or money order in the amount of $5.00, shipped prepaid with proof of purchase date to the address listed below. Milton Bradley shall not be obligated to perform this service if the game cartridge has been abused, misused or sustained other damage not arising out of defects in workmanship or materials.

Important—Before returning the electronic console and game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS
PLEASE READ CAREFULLY

If your game does not work, return both the console and the cartridge. If you have several game cartridges, return the console and only the cartridges that do not work.

If the original packaging is available, repack the console and cartridge in end caps and box. If the original packaging is not available, wrap carefully, making sure to surround the console and cartridge with adequate padding. (Do not send the batteries with the console.) Mail to:

Milton Bradley Company
Attn: Electronic Quality Control
Building 104, Lincoln Street/Federal Square
Springfield, MA 01105

Connect Four®

MICROVISION™

BY MILTON BRADLEY

MB ELECTRONICS MILTON BRADLEY®

GAME BOOKLET

Connect Four®

A great strategy game where you compete against a friend or the computer to get four markers in a row.

1. Slide ON/OFF switch up to ON. The option selection screen appears.
2. Press PLAYERS to select the number of players (1 or 2). Selecting "1" means you play against the computer. Selecting "2" means you play against a friend.
3. If you are playing against the computer, press SKILL key to select the skill level (1 or 2). The machine is harder to beat on skill level 2.
4. Press GO to start the game. A marker will appear in the top row of the play area of the screen.
5. To make a move, turn the Control Knob on the console to select one of the play columns.
6. Press DROP to release the marker. It will drop to the lowest available row in the chosen column.
7. If you are playing against the computer, wait for the computer to automatically take a turn.
8. If you want the computer to go first, press COMP before taking your first turn.
9. The play alternates until either one of the players or the computer gets four markers in a row or until the board is completely filled. The four in a row can be horizontal, vertical, or diagonal.
10. The first player to get four markers in a row wins the game.
11. To start a new game, press RESET and select the options.
12. During the play of a game, you can make the computer take a turn for you by pressing COMP.

    Note: When you press COMP, while playing against the computer, you will switch markers with the computer. See if the computer can outsmart itself and win. If you want to keep the same marker, press COMP again causing the computer to take another move.

Remember to turn the power off when not playing the game.

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